Note: The magazine title says: "16th Gamest Cup Vampire Savior National Tournament"

THAT GUY WILL BE THERE FOR SURE...
...IF I WIN THAT TOURNAMENT...

05

WELL, I THINK DAIGO WAS JUST SHOWING HIM WHAT REAL VSAV IS LIKE, BUT I WON'T GET HYPE UNLESS IT'S A REAL MATCH THIS TIME.
THAT KID'S REALLY PISSED OFF, NEXT TIME THEY PLAY, THEY'RE GONNA SETTLE IT!

カキャ
カキャ
カキャ

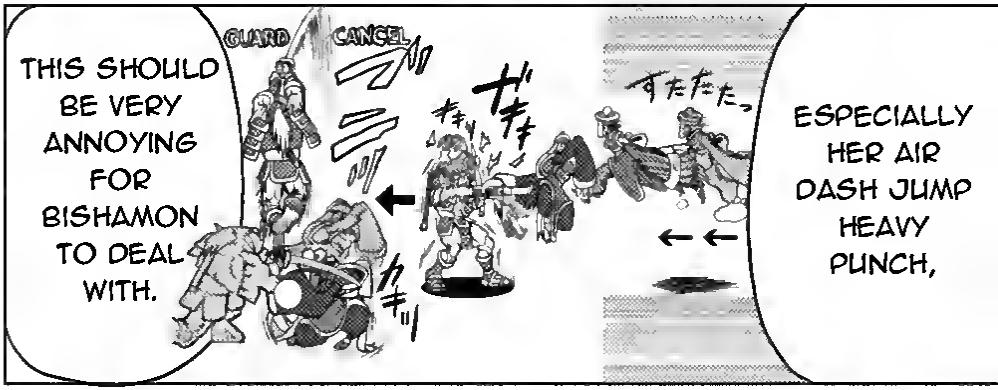
CRICK
HUH ?
WHAT... HSIEN-KO?

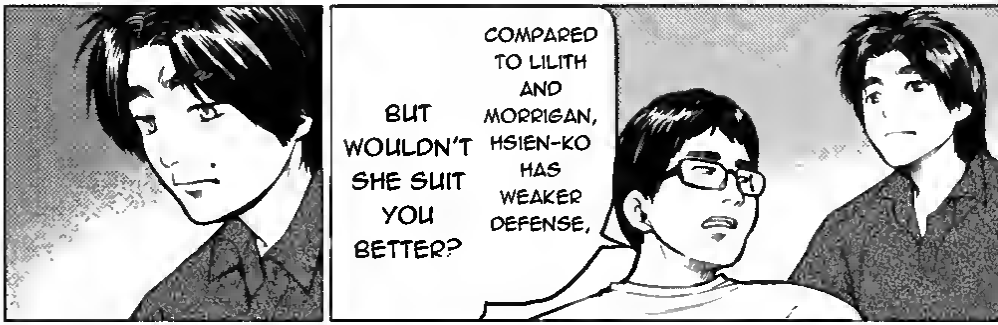
HEY NUKI,
WHY DON'T YOU USE HSIEN-KO?

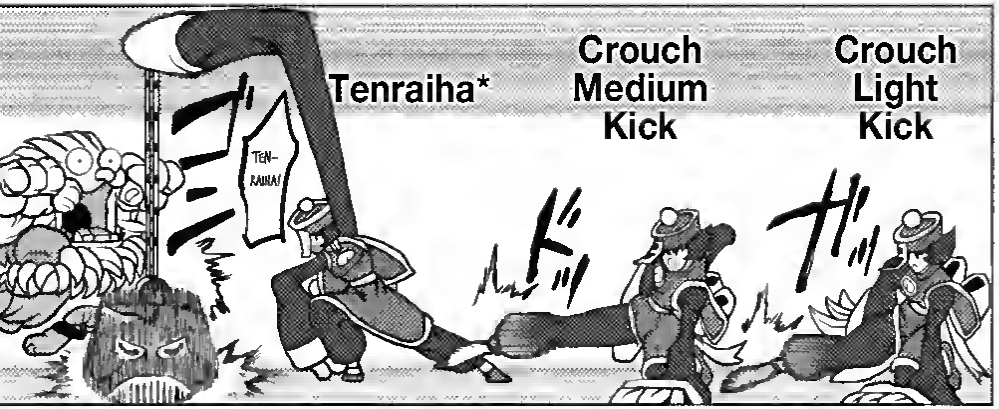
...WHAT ABOUT HSIEN-KO?
SHE WOULD PROBABLY HAVE AN EASIER TIME.

...I'VE BEEN THINKING THAT MORRIGAN HAS A ROUGH TIME AGAINST PEOPLE WHO GUARD CANCEL THAT MUCH.
EVER SINCE DAIGO CAUGHT YOU BY SURPRISE BY SWITCHING CHARACTERS...

AIYA!
TEN-RANMA!
IT'S HARD TO DO GUARD CANCELS ON HSIEN-KO BECAUSE HER OFFENSE ISN'T LINEAR.


GUARD CANCEL
THIS SHOULD BE VERY ANNOYING FOR BISHAMON TO DEAL WITH.
ESPECIALLY HER AIR DASH JUMP HEAVY PUNCH,


BUT WOULDN'T SHE SUIT YOU BETTER?
COMPARED TO LILITH AND MORRIGAN, HSIEN-KO HAS WEAKER DEFENSE,



*Tenraiha: One of Hsien-Ko's EX moves. The anvil hits high for an overhead followed by a low. While the balls are falling, you can do a series of consecutive attacks allowing for a strong high/low mixup game making this a very powerful EX move.

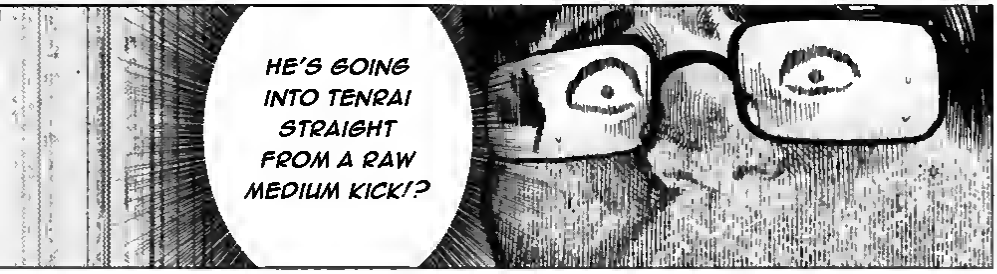
...BUT IT'S NOT ENOUGH TO BEAT DAIGO...!
THIS COMBO IS DEFINITELY STRONG...!
ガタ
ガタッ
ガタッ

UFO CATCHER
ドドド

ガタ
Emerald Mountain
BLEND
コーヒー
たっ
たた
たた
たっ
ゴキ

Several
days
later...
AIYA!

天雷破



Hit Stop Motion: If an attack hits, the time where all movement is stopped/ suspended is called hit stop motion.

Low Attack: An atack which can only be blocked while crouching.

Overhead: An atack which can only be blocked while standing.

This is said to be one of the most difficult combos to perform in Vampire Savior. Even to this day, there are few people who can perform this combo.

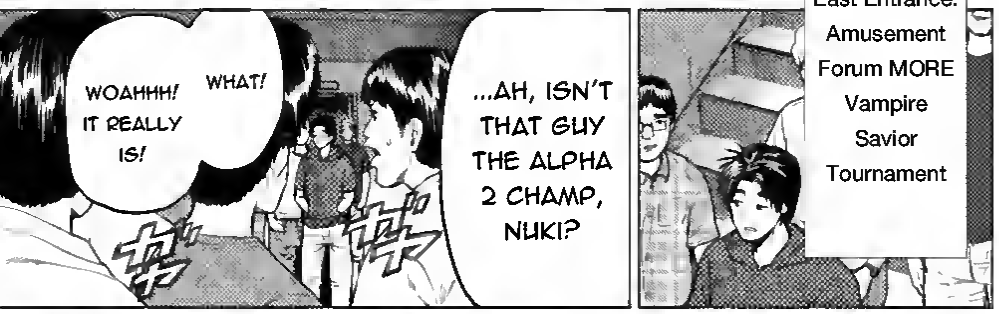
Medium Kick Tenrai

During the hit stop of crouch medium kick, inputting Tenraiha perfectly creates a low into overhead sequence.

(ROUCH MEDIUM KICK ← (ROUCH LIGHT KICK
GUARD CANCEL
SO I NEED TO KEEP MY COMBOS AS SHORT AS POSSIBLE.
IF I INCLUDE LIGHT KICK*, HE'LL ALMOST DEFINITELY GUARD CANCEL IT AND I'LL HAVE TO HOLD THAT.

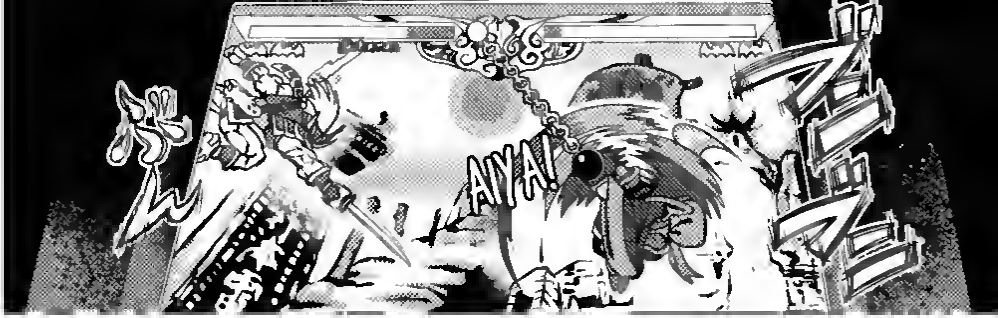
***Including light kick:** Against multi-hit strings, it is easier to perform a guard cancel. For super top level players, they can almost always reliably guard cancel attacks that have two hits or more.

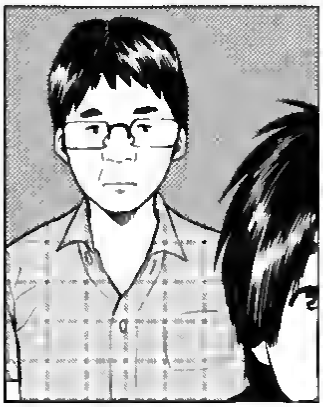
Two Weeks Later
MORE

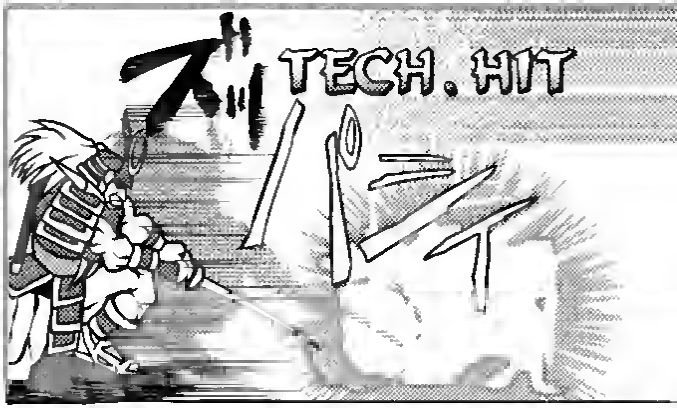

WOAHHH! IT REALLY IS!
WHAT!
...AH, ISN'T THAT GUY THE ALPHA 2 CHAMP, NUKI?
Shinjuku East Entrance: Amusement Forum MORE Vampire Savior Tournament

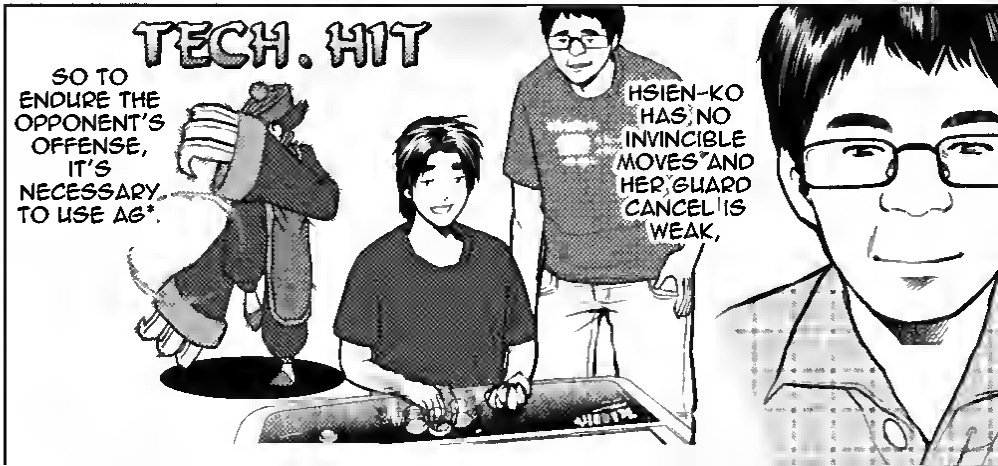
OH MAN, I HOPE I'M NOT ON HIS SIDE OF THE BRACKET...
IT'S OVER...

THIS TIME... I'LL DEFI-NITELY WIN!
IT'S FINE...
NEXT UP IS NUKI VERSUS DAIGO!







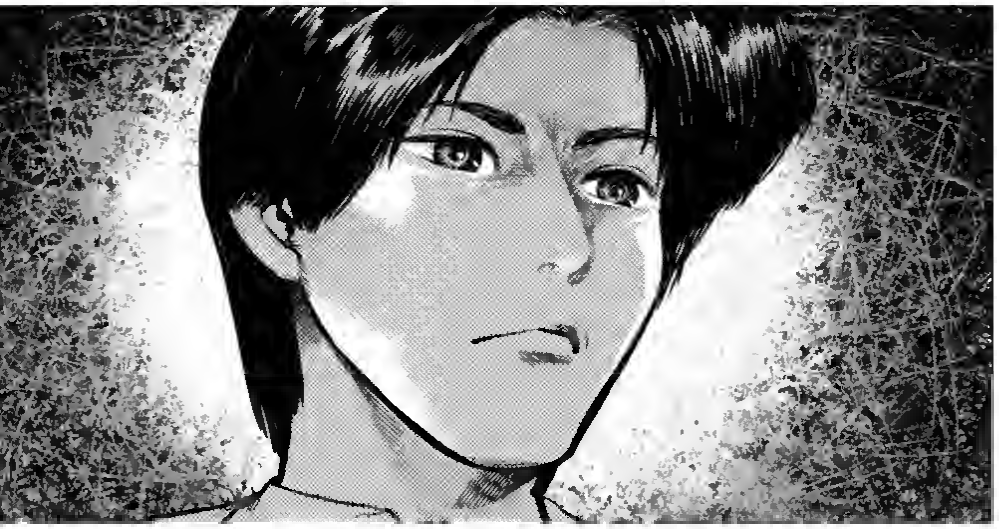

TECH. HIT
SO TO ENDURE THE OPPONENT'S OFFENSE, IT'S NECESSARY TO USE AG*.
HSIEN-KO HAS NO INVINCIBLE MOVES AND HER GUARD CANCEL IS WEAK,

***AG:**
Short for advancing guard. While guarding an attack, pressing 3 to 6 buttons within 10 frames (1/6th of a second) of the attack will push the opponent away from you.
This is also known as a push block in other fighting games.

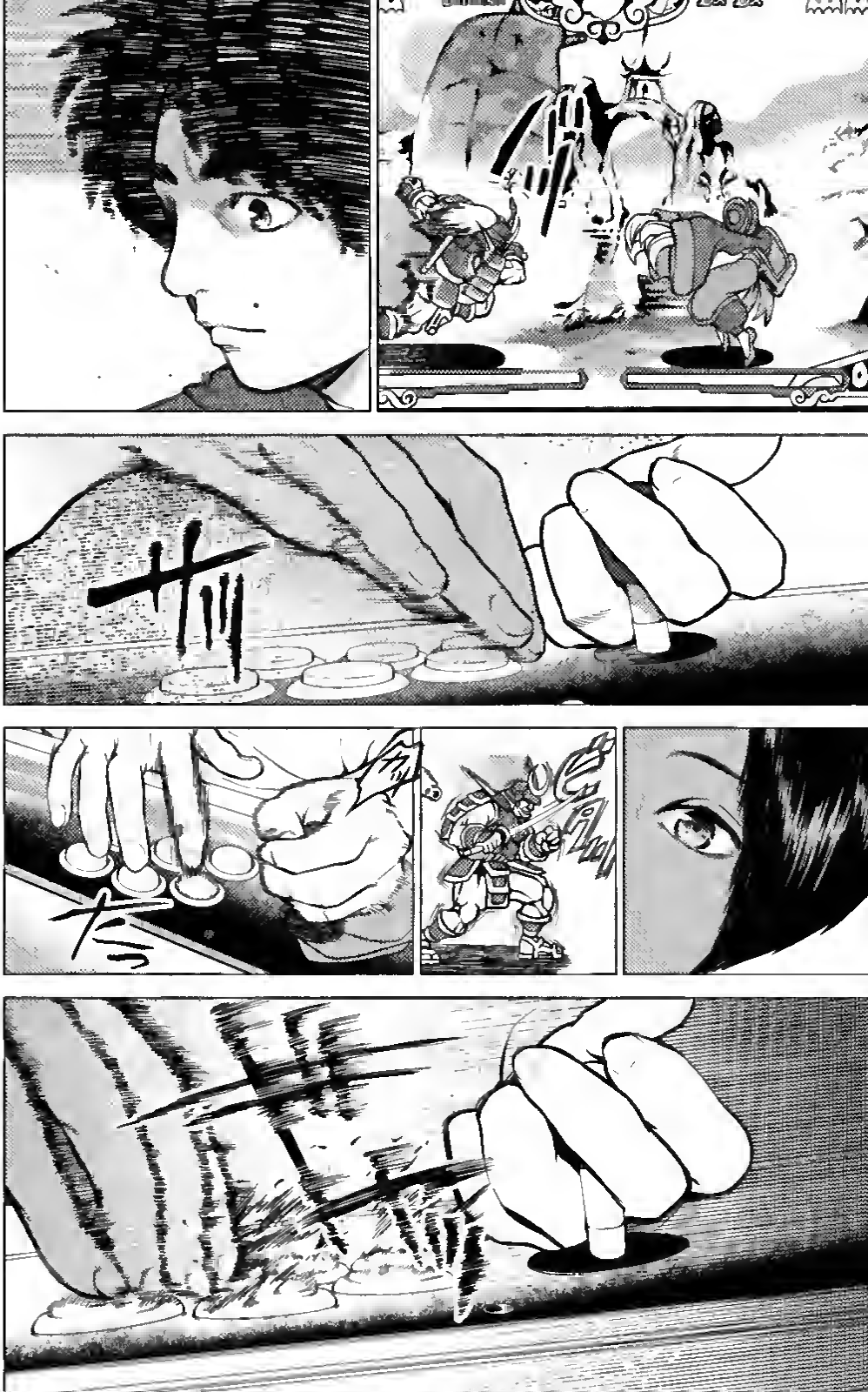
TECH. HIT
GUARD CANCEL!
HE GOT THE KNOCK DOWN! TIME TO GUESS ASS-HOLE!

GUARD CANCEL
IF I DO IT FROM ONE HIT, THEN THE GUARD CANCEL WILL...!!

ざわ
ざわ
ざわ
OH SHIT, YOU'RE BOPPING HIM!



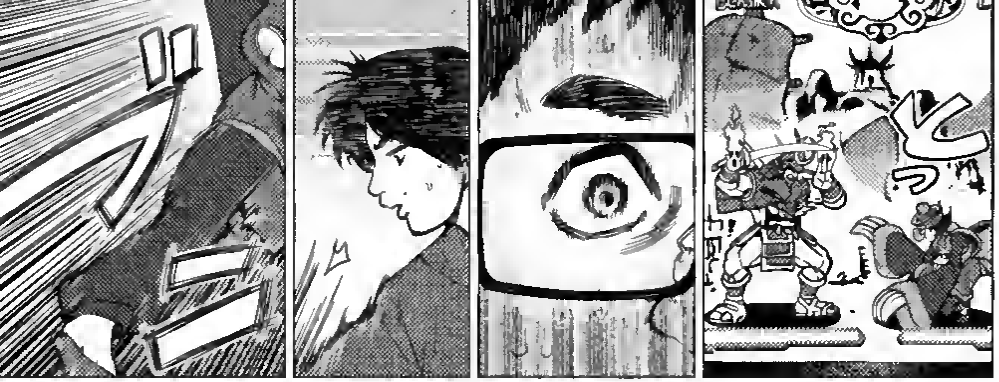
I'LL BEAT DAIGO...
THIS TIME...
I GOT THIS.

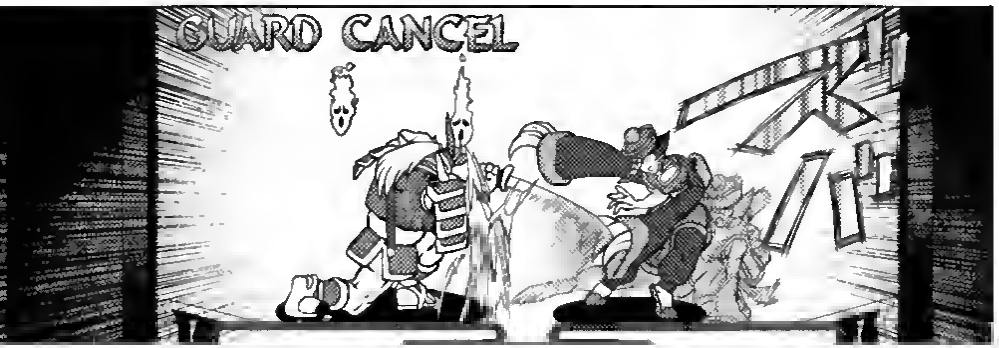


As Nuki was aiming to AG Daigo's attacks, Daigo used Karame Dama from close range as a frame trap*.
CLICK
Daigo adapted instantly,
ボゥ

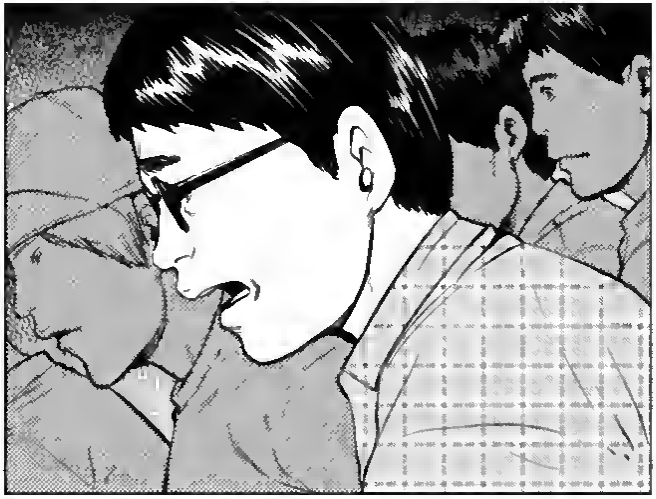
*Freme Trap
In order to AG, you must press the buttons during the beginning of an attack
If you read the opponent's attempt to AG, you can delay your attack, causing the opponent's AG to become an attack that will not come out fast enough to avoid being hit

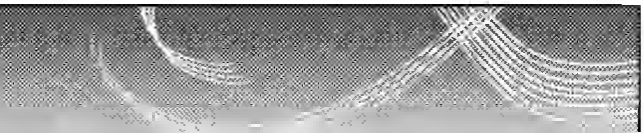
*ES:
Pressing two or more buttons while doing a standard special move will strengthen the ability of the move, called an ES special move. (This technique uses meter, called EX moves in other fighting games) In this scene, an ES Kienzan grants faster startup, allowing Bishamon to retaliate against Helen-Ko's air heavy punch




GUARD CANCEL

...HE FIGURED IT OUT IN JUST ONE GAME.





GUARD CANCEL
K.O.
CLASH!
SEGA
BLAST CITY

UMEHARA
FIGHTING GAMERS!

Sepervise by DAIGO UMEHARA
Art by KENGORO NISHIDE Story by ITARU ORIKASA

DAIGO IS NOT AMUSED BY YOUR GIMMICKS.

MCZ | Ume-chan Scans

umechanscans.blogspot.com

Brought to you by:

WHO ARE WE PLANNING TO PLAY IN STREET FIGHTER V?

@Ral_Øne

"I WANT TO PLAY RASHID BECAUSE HE LOOKS LIKE HE HAS UNIQUE MOBILITY AND MIXUP OPTIONS AND I WANNA PLAY KARIN BECAUSE WAIFU"

@jasepi_iidx

"DON'T CARE. SINCE I HAVEN'T TOUCHED THE GAME YET, I'LL WAIT TO DECIDE ONCE IT'S RELEASED. PROBABLY TOP TIER. WWW"

@TheBonkler

"EITHER KARIN OR R.MIKA, OHOHOHO VS DAT ASS. R.MIKA'S NADESHIKO ASSIST LOOKS REALLY HYPE!"

Translation/FGC Notes:

p.63 - Hsien-Ko vs Lei-Lei
Similar to Street Fighter, a bunch of characters were renamed for the western release. Hsien-Ko is Lei-Lei in the Japanese version. Here's a quick list:

JP Name	Western Name
Aulbath	Rikuo
Bulleta	B.B. Hood
Gallon	J. Talbain
Lei-Lei	Hsien-Ko

p.66 - Bread and Butter Combo
Used to refer to a basic, practical combo that you are expected to know if you play the character. Commonly shortened as BnB. I've heard that it's called "Rice and Beans Combo" in other parts of the world.

p.71 - Tenrai
Short for "Tenraiha", Japanese players tend to shorten names this way a lot. Try out medium kick Tenrai some day, it's hard!

p.74 - Nurui wa!
Bishamon says this during attacks. Means "Weak!". Also, there's a bunch of Hsien-Ko saying "AIYA!" in this chapter which is cute.

p.79 - "Karame Dama"
Bishamon's projectile (41236P). ES version actually has some unblockable frames.

p.79 - "Frame trap"
Kinda sorta frame trap. More specifically, it's a push block trap.

p.81 - Daigo is gdlk.
Did you notice that Daigo GCs Nuki's single crouch medium kick here?
Man, Daigo is godlike.

IF YOU FOUND THIS MANGA HYPE, PLEASE SUPPORT THE AUTHOR (AND DAIGO) AND BUY THE ORIGINAL MANGA FROM AMAZON.CO.JP OR IMPORT BOOKSTORES LIKE KINOKUNIYA!